Project Proposal

For

Social Hour

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Team Members:	Michael Rinehart, Rocco Ordille, Gavin Sentak, Dylan Zeller
Cycle:	1
Date Submitted:	02/3/2017

1

Grading Rubric – Project Proposal

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
Content	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Project			30	
Team			10	
Timeline			30	
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Expression **Tone**	Hard to follow or poor word choices Tone not appropriate for technical writing	Clear and concise. A pleasure to read Tone is consistently professional	10	
Organization **Layout**	Information difficult to locate Layout is inconsistent, visually distracting, or hinders use	All information is easy to find and important points stand out Layout is attractive, consistent, and helps guide the reader	10	
Late Submission				
Total			100	

Project Proposal

This report documents the initial definition of the project. It includes an abstract and project overview. It also includes a summary of issues related to the project and to the team.

Project

Project Name: Social Hour

Abstract

<u>Social Hour: Bridging the Gap Between Availability and Scheduling</u>

Social Hour is a student-centered social network based around the user's calendar. The initial user base will be university students, however our eventual goal is to expand this to anyone needing a functional calendar with social aspects. Currently today's social media apps require constant connection, demanding that the user's life form around the app, rather than the app adapting to the user's life. As such, the focus of this application will be to plan real-world events and goals, encouraging users to attend and complete these events and goals in real life. Users of this network will be able to create personal (public, private, with multiple security clearances) calendars. Our initial team mission is to use Social Hour (business justification) to enhance peer to peer student life through event coordination and out-of-class course discussion.

Project Deliverables

We want to provide an aesthetically pleasing, easy to use, and functional GUI, while our ultimate goal is to provide a fully functional Android application for users in this development cycle. This includes full account management, event creation, user interaction, and Google Calendar integration.

Resources

The resources we will need from Drexel University include a database and server to run the network, utilizing MongoDB. Otherwise, no special resources are required.

Expertise

In order to develop this project, experience creating applications using Android Studio will be required. In addition, members of the team will have to learn proper user experience development. Finally, server and database management (through Drexel's servers and MongoDB) skills will be required. All four team members have at least minimal experience with these requirements, however the team as a whole will have to undergo significant growth in order to accomplish all of our goals. Textbooks such as "Data Science from Scratch" (by Joel Grus) and YouTube tutorials surrounding MongoDB management will be utilized, along with the man pages for all of the technologies we plan on using. Example of a YouTube tutorial we are currently going through: (https://www.youtube.com/playlist?list=PLS1QuIWo1RIZtR6bncmSaH8fB81oRl6MP)

Team

Team Members and Roles

Figure 1, below, identifies all the team members and the initial role assigned to each person.

Name	Role
Michael Rinehart	Project Manager
Rocco Ordille	Server Administrator
Dylan Zeller	Software Engineer
Gavin Sentak	User Experience Designer

Figure 1 - Team Members and Roles
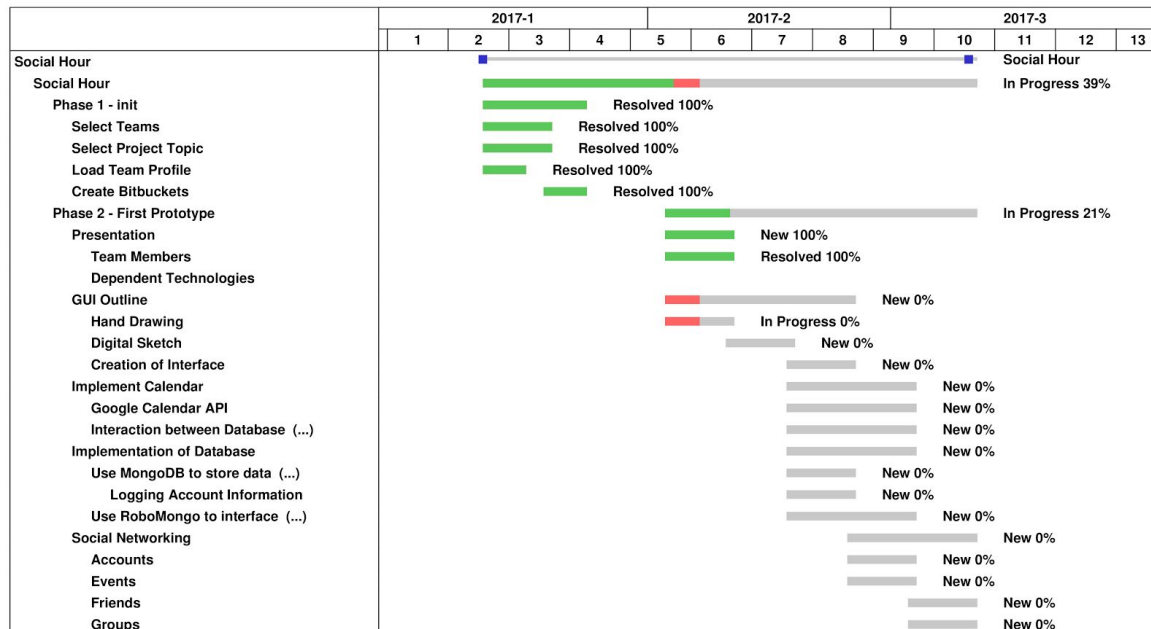
Timeline

The figure below shows the initially identified set of activities for this cycle.

Figure 2 – Project Timeline